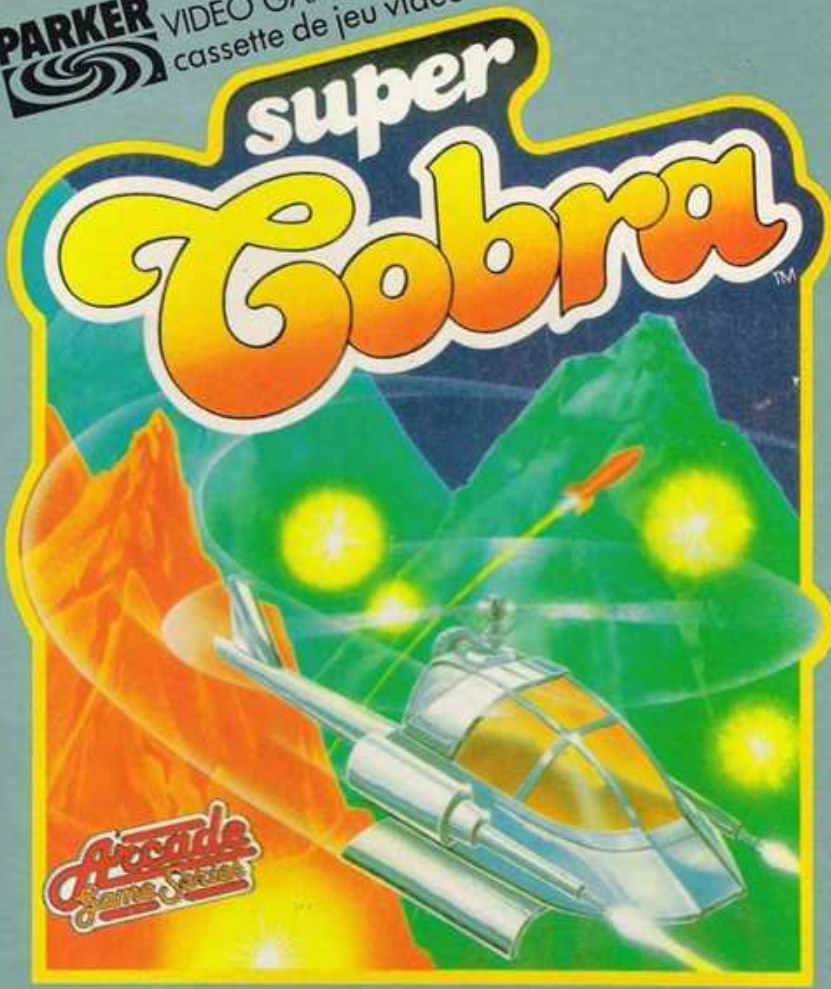
PARKER VIDEO GAME CARTRIDGE
cassette de jeu vidéo

super Cobra™



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PARKER

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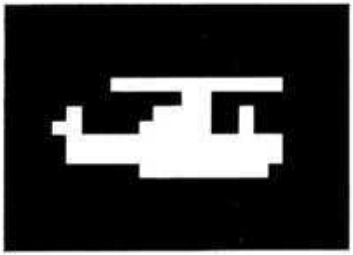

OBJECT

Brush up your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of enemy territory. This means a 13 mile obstacle course through ever-changing terrain... over craggy mountain tops, around tall city buildings, through long jagged tunnels. And that isn't all! The course is just rigged with chopper-stopping weapons like igniting rockets, heavy ground artillery, UFOs and roof bombs.

Every mile of terrain brings ever-increasing challenges and ever-certain... danger. But a handsome payoff lies at the end for anyone who's got what it takes.

SETTING THE CONSOLE CONTROLS

1	Place the game cartridge into the cartridge slot.
2	Press down the POWER button.
3	Press RESET, then 1 to start the action.

NOTE: Any time during the game, you may press RESET to restart the game from the beginning.

SUPER COBRA - PHILIPS

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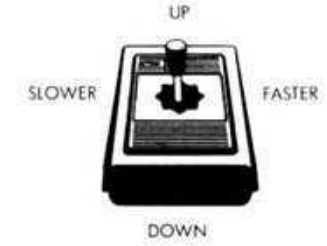
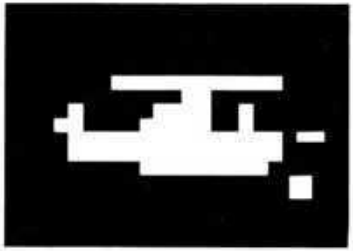
THE JOYSTICK



Since this is a one-player game, use the right joystick controller to manoeuvre your chopper up, down, and to the right. When you move left, the chopper "hovers".

Press and release the ACTION button quickly to shoot bullets. To drop bombs, keep the ACTION button pressed down for a moment until you see the bomb drop. Each chopper has a designated number of bombs. This number is monitored by the dots in the lower right-hand corner of the screen.



PLAYING

Your chopper starts the game with ten "turns". The number of chopper turns remaining in the game is monitored by the numeral at the bottom of the screen.

As soon as the game begins, start to fly your chopper down screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain mileage. Hit an obstacle, and the number of remaining choppers decreases by one.

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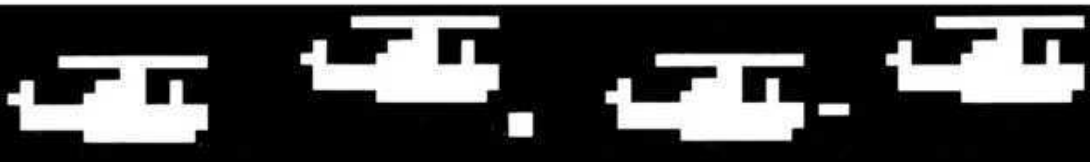
In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find six different types of weapons: ground artillery, slow rockets, fast rockets, roof bombs, unarmed UFOs and armed UFOs. The type of weapon you'll find, depends on the level at which you're playing. Just remember: dodge its fire, don't run your chopper into it, and try to shoot it down for points. Enemy fuel tanks are scattered throughout the course, too. Although they won't fire at you, they are obstacles in your path. So try to shoot them down for points as well.

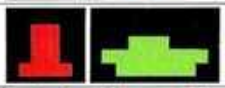
THE OBSTACLE COURSE

There are 13 different scenes – or levels – in this game, signifying 13 miles of the obstacle course. Every time your chopper enters a new level, there is a slight pause in the action while you hear a few musical tones. In a moment, your chopper cruises into the next level.

Each level not only shows a different air route, but also displays different combinations of weapons. Here's a rundown of what you'll encounter in each game level:

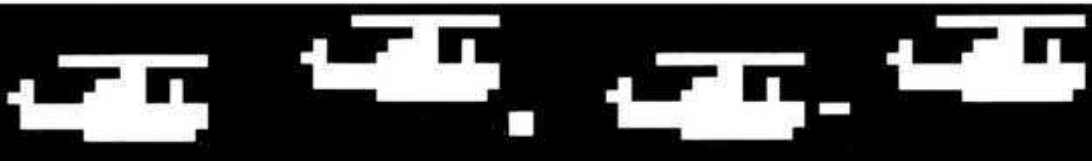
LEVEL 1	slow rockets and fast rockets
LEVEL 2	slow rockets and fast rockets
LEVEL 3	slow rockets, fast rockets, ground artillery
LEVEL 4	slow rockets, ground artillery
LEVEL 5	fast rockets, roof bombs
LEVEL 6	slow rockets, fast rockets, ground artillery
LEVEL 7	roof bombs



LEVEL 8	roof bombs, fast rockets	
LEVEL 9	fast rockets, ground artillery	
LEVEL 10	slow rockets, roof bombs	
LEVEL 11	unarmed UFOs	
LEVEL 12	armed UFOs	
LEVEL 13	Here's where the booty lies – protected by slow and fast rockets.	

END OF GAME

The game ends when your chopper loses the last of its 10 turns. At that point, it breaks apart. After a brief pause, the game restarts at the beginning.



SCORE

High score for games played while the unit is ON appears at the bottom left-hand side of the screen. As soon as you beat the high score, you may enter your name. It will appear where you see the question marks.

Hitting a fuel tank	3 POINTS
Hitting ground artillery	5 POINTS
Hitting a slow rocket	5 POINTS
Hitting a fast rocket	5 POINTS
Hitting a roof bomb	7 POINTS
Hitting an unarmed UFO	8 POINTS
Hitting an armed UFO	8 POINTS
Hitting a UFO bullet	2 POINTS
Hitting ground artillery fire	2 POINTS
Picking up the booty and taking it to safety at the side of the screen.	100 POINTS

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super Cobra™

You're a helicopter gunship pilot on a daring and dangerous mission: air surveillance of enemy territory. Success depends on how far you can penetrate enemy airspace. Can you handle the pressure? Because the further you go, the more difficult the mission becomes.

Show that you've got what it takes by manoeuvring your chopper around craggy mountain peaks, through deep dark tunnels, over tall city buildings. All while you face enemy tanks and missiles and weird sky-flying weapons. But you can fight back with high-flying, quick-thinking, fast-reaction moves. Good luck and good flying.

Vous êtes un pilote d'hélicoptère en train d'effectuer une mission de fir dangereuse et audacieuse: la surveillance aérienne du territoire ennemi. Votre succès dépend de votre pénétration dans l'espace aérien de l'ennemi. Parviendrez-vous à supporter la tension? Car plus vous avancez, plus votre mission se complique.

Montrez que vous êtes capable de manoeuvrer votre hélicoptère autour de montagnes escarpées, de traverser des tunnels sombres et profonds et de planer au-dessus des hauts immeubles de la ville, tout en affrontant les chars, les missiles et les étranges armes volantes de l'ennemi. Mais une fois à bord de votre hélicoptère, vos réactions rapides vous permettront de vous défendre. Bonne chance et bon vol.

Übernehmen Sie die Rolle eines Hubschrauberpiloten in einer gewagten und gefahrvollen Mission: überwachung des feindlichen Gebietes aus der Luft. Das bedeutet einen 13 Meilen Flug durch äußerst gefährliches Territorium. Zeigen Sie, was Sie können und manövrieren Sie Ihren Hubschrauber vorbei an zerklüfteten Bergspitzen, durch ein Labyrinth von Höhlen und Wolkenkratzern. Und überall lauern Gefahren. Der Feind greift Sie ständig mit Raketen, fliegenden feuerbällen und Fallminen an. Nur durch schnelle Reaktion und Einsatz Ihres ganzen fliegerischen Könnens gelingt es Ihnen, die feindlichen Angriffe abzuwehren. Jeder weitere 10.000-Meilen Abschnitt bedeutet größere Herausforderung und birgt noch mehr Gefahren. Viel Glück und guten Flug!

Sei il pilota di un elicottero cannoniere che intraprende una missione pericolosa: ricognizione aerea in territorio nemico. Il successo della missione dipende da quanto spazio aereo nemico riesci a penetrare. Sei in grado di resistere a questa dura prova? Perché più ti addentri più difficile diventa la missione.

Dimostra d'avere l'abilità necessaria manovrando l'elicottero intorno a vette rocciose, attraverso tunnel bui e profondi, sorvolando alti edifici cittadini, mentre affronti i carri armati, i missili e le sinistre armi volanti del nemico. Pupi contrattaccare e difenderti se voi in alto, le tue reazioni sono pronte e le manovre veloci. Buona fortuna e buon volo.

Eres el piloto de un helicóptero de combate en una misión arriesgada y peligrosa: el reconocimiento aéreo del territorio enemigo. El éxito de la misión depende del grado de penetración que puedas hacer en el espacio aéreo enemigo. Puedes soportar la tensión nerviosa? Porque cuanto más te adentras en el campo enemigo más difícil se hace la misión.

Demuestra que estás dispuesto a todo, maniobrando tu helicóptero entre escarpados picos montanosos, a través de túneles oscuros y profundos, y sobre los altos edificios de las ciudades. Todo ello al tiempo que haces frente a los tanques y misiles del enemigo y a fantásticas aeronaves de guerra. Pero tú podrás contraatacar volando a gran altura, pensando con rapidez y reaccionando con movimientos veloces. Buena suerte en la misión y el vuelo!

Je bent een helicopter piloot met een avontuurlijke en gevaarlijke opdracht: luchtsurveillance van vijandelijk grondgebied. Het slagen hiervan hangt af van hoever je de vijandelijke luchtruimte binnendringen kan. Kan je de gruk verdragen? Want hoe verder je vliegt, des te moeilijker de opdracht wordt.

Laat daarom zien dat je tegen de taak opgewassen bent door je kist rond steile bergtoppen, door diepe, donkere tunnels en over wolkenkrabbers heen te manoeuvreren. Dit alles terwijl je tegenover vijandelijke tanks en raketten en vreemde, door de lucht vliegende wapens komt te staan. Maar je kan terugslaan door hoog te vliegen, snel te denken en te reageren. Hou je taai en laat je niet kisten!

A video game cartridge from PARKER For the PHILIPS® VIDEOPAC® Computer